THE BOOKKEEPER
CX-85 Numerical Keypad
User's Guide

ATARI®

The Bookkeeper accounting program and the ATARI CX-85 Numerical Keypad are an ideal combination for quick and easy financial record-keeping. The Bookkeeper maintains accurate records and gives up-to-the-minute financial reports any time you need them. The numerical keypad streamlines data entry to The Bookkeeper.

Using the ATARI Numerical Keypad is really quite easy. Each of the keys corresponds in function to a key on your ATARI 800™ Home Computer. For faster data entry, the numeric keys are arranged in standard adding-machine configuration.

Connecting The Keypad

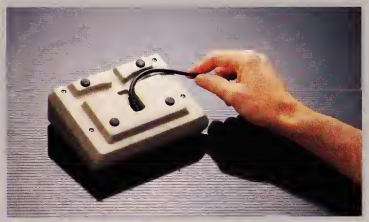
1. To connect the Numerical Keypad, insert the plug into Controller Port 2 on the front of your ATARI 800 Computer.

2. The cord guides on the bottom of the keypad make it easier to place the keypad to the left, to the right, or directly in front of your computer.

3. Use the keypad to enter menu selections, dates, dollar amounts, and other numerical information to The Bookkeeper.

1.

2.



3.

Using The Keypad

ESCAPE Returns you to previous menus in The Bookkeeper program as does the ESC key on the ATARI 800 Home Computer.

NO YES Correspond to the N and Y keys on the computer keyboard. Use these keys to verify entries and batch totals. They are separated from each other to reduce the risk of accidentally accepting an incorrect entry.

DELETE Corresponds to the DELETE BACK S key on the computer keyboard. Allows you to correct mistakes in entries or backspace to previous portions of a journal entry form.

– (MINUS) Use this key when entering negative dollar amounts to The Bookkeeper (such as credit entries to the General Ledger). May be entered before or after the dollar amounts.

+ ENTER Corresponds to the RETURN key on your computer keyboard. Pressing ENTER causes the computer to recognize an entry you have made.

NUMERIC KEYS Any type of numeric entry — check and invoice numbers, dates, menu selections, or dollar amounts — may be made to The Bookkeeper using these adding machine style numeric keys. They correspond to the numeric keys along the top row of the computer keyboard. Note that it's not necessary to use the decimal point for dollar amounts entered to The Bookkeeper. However, the decimal point may be used in place of the / when entering dates (e.g., 02/28/82 may be entered as 02.28.82).

Troubleshooting

If at any time you have problems entering data to The Bookkeeper accounting program using the Numerical Keypad, try these simple steps:

Check the connection. It may not be inserted snugly or it may have been pulled loose in the process of using the keypad. Push it firmly but gently back into place.

Check the pins. Pull out the jack and look at the nine pins in Controller Jack 2 on the front of your computer. If any of them are bent or broken, you'll need to take your computer to an authorized ATARI Computer Service Center for repair.

Try a game. Any two-player Joystick game will do. Check to see whether a Joystick plugged into Controller Jack 2 will work. If it doesn't, the port is probably faulty and your computer may need service. If it does work, you'll need to take your CX-85 Numeric Keypad into an ATARI Computer Service Center for repair.

Call Atari. Our toll-free number is staffed weekdays, 9:00 to 5:00 (California time). Just dial 800/538-8543 (800/672-1451 in California) for the name of the authorized ATARI Computer Service Center nearest you.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari, Inc. is constantly improving and updating the computer software and hardware, we are unable to guarantee the accuracy of the printed material after the date of publication and disclaim liability for changes, errors or omissions.

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Important Information: Like any electrical appliance, this ATARI Home Computer equipment uses and produces radio frequency energy. If it's not installed and used properly according to the instructions in this guide, the equipment may cause interference with your radio and television reception.

It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC rules. These rules are designed to provide reasonable protection against such interference when the equipment is used in a residential setting. However, there is no guarantee that interference will not occur in a particular home or residence.

If you believe this equipment is causing interference with your television reception, try turning the equipment off and on. If the interference problem stops when the equipment is turned off, then the equipment is probably causing the interference. With the equipment turned on, you may be able to correct the problem by trying one or more of the following measures:

- Reorient the radio or television antenna.
- Reposition the equipment in relation to the radio or television set.
- Move the equipment away from the radio or television.
- Plug the equipment into a different wall outlet so the equipment and the radio or television are on different branch circuits.

If necessary, consult your ATARI Computer retailer or an experienced radio-television technician for additional suggestions.

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